
Subject: Re: Translation in static members
Posted by [tojocky](#) on Sat, 05 Feb 2011 17:38:21 GMT
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dolik.rce wrote on Sat, 05 February 2011 19:29 I'll answer myself

The simplest and probably correct solution is to use `t_GetLngString()` whenever using the static member, instead when initializing it: `#include <Core/Core.h>`
using namespace Upp;

```
#define TFILE <test/test.t>
#include <Core/t.h>
```

```
//simple shorthand, to keep code nice looking
#define _t(X) t_GetLngString(X)
```

```
struct test{
    static const char* str;
};
const char* test::str=tt_("translation");
```

```
CONSOLE_APP_MAIN{
    SetLanguage(GetSystemLNG());
    test t;
    DUMP(_t(t.str)); //<- added _t() to translate the string at runtime
}
```

The `_t` macro is quite handy thing. It would actually work with `t_` as well, but that confuses the IDE when syncing the translations. Maybe there could be some shorthand for `t_GetLngString` added in the U++, what do you think?

Honza

This is very simple:

if you have static property than you can address only: `ClassName::StaticPropertyName` or from method of class by simple `StaticPropertyName`.

Hope if this help you!
